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# Infantry Training

## Volume III

### RANGES AND COURSES

PAMPHLET No. 33

### CLOSE QUARTER SHOOTING

1961

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*Prepared under the direction of  
The Chief of the Imperial General Staff*

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## RESTRICTED

## INFANTRY TRAINING

## VOLUME III

## RANGES AND COURSES

## PAMPHLET No. 33

1961

## CLOSE QUARTER SHOOTING

## INTRODUCTION

1. In Internal Security operations, the requirement has always been for the soldier to be trained to the standard of a first round hit at a fleeting target at 50 yards. This is the type of target so frequently met in contacts with terrorists and, unfortunately, so often missed. Often the chance of a second shot does not exist.

2. Theatres concerned have evolved their own training techniques as a result of experience and lessons learnt from past emergencies.

3. The aim of this short pamphlet is to provide the Commanding Officer with the necessary information for him to train his battalion quickly, efficiently and cheaply in the type of shooting that Internal Security usually demands.

4. The 1960 Range Course trains the man to shoot quickly and accurately at fleeting targets at ranges up to 300 yards from all positions but does not cater specifically for short range shooting at moving targets. This is a technique which calls for constant practice under realistic conditions.

5. The terrorist moves quickly and is by no means an easy target, even in comparatively open country. In jungle, thick bush, or villages a fleeting glimpse is often all that is seen. Add to this the fact that the soldier may be at the end of a long and exhausting patrol, the terrorists may have opened fire first and it will be seen that it requires a well-skilled and practised shot to get a first round hit. These are the conditions which must be simulated during practice.

6. In operational theatres there is usually no difficulty in selecting and laying out close quarter battle ranges. Fig. 1 shows a suggested layout, but there can, of course, be a great variety of target layouts, and these should be varied frequently or the men will soon get to know what to expect.

7. This type of range can be used for day or night shooting, both for the presentation of targets and in the production of sound effects.



## SECTION 1—TRAIN TO KILL AT 50 YARDS

### Suggested courses

1. The normal Classification Course is not aimed at teaching soldiers to guarantee a quick shot and kill at 50 yards. Suggested courses for the 9 mm, SLR and LMG/GPMG are given in Appendices A, B and C respectively. These courses can be fitted to any operational area and may be altered to suit local requirements.

### Basic requirements

2. The basic requirements are that targets will appear unexpectedly and move across the front in the final practices. Suitable targets are suggested in Figs 2 to 9 and also Infantry Training Volume III, Ranges and Courses, Pamphlet No. 32. Soldiers having qualified in these practices then move to the Close Quarter Battle range.

### Useful hints

3. Attached at Appendix D are some useful hints for close quarter shooting.

## SECTION 2—RANGE CONSTRUCTION

### Introduction

4. Any unit employed on IS operations must reach a very high standard of snapshooting at short ranges. This requirement is not fully covered in the 1960 Range Course and therefore special arrangements must be made.

### Ground

5. The ground selected for the construction of a Close Quarter Battle range may be a valley or re-entrant with high sides and closed at the far end. If in country where the danger area is unlimited, then any type of country may be used.

### Targets

6. For details see Figs 2 to 9. Targets must be sited to appear from unexpected positions, be capable of moving across the front, and a proportion should be of the mobile mechanical target type which falls when hit.

### Close Quarter Battle range

7. A suggested layout is given in Fig 1. This may be altered to suit any ground. Battle simulation can be added to taste.

### Safety

8. In many areas, including operational areas, safety will be of paramount importance. Templates showing the danger area for the SMG, and SLR are given in Figs 2 and 3.

### References

9. A complete list of references to other Infantry Training pamphlets is given in Appendix E.

## SECTION 3—NIGHT AMBUSH

### General

10. As a generalization, it can be said that artificial illumination of the ambush killing area is a great help to obtaining a high degree of 'kills'. Nevertheless, there will be many occasions when tactical considerations will not permit artificial illumination, and it will be necessary to rely on the night shooting skill of the soldier, aided by moonlight, target silhouetting etc, to achieve success. The vital need for accurate night shooting by all ranks cannot be over-emphasised. This can only be achieved by constant practice.

### Good shooting

#### 11. Calls for:—

- (a) Careful zeroing.
- (b) Careful cleaning of weapons.
- (c) Magazines emptied and rounds cleaned frequently.

12. See Appendix E for reference to details of snapshooting in Infantry Training pamphlets.

### Trip flares

13. May be used in their normal role and sprung by the enemy or mounted on a board and detonated electrically by a member of the ambush. If used in the latter role, they consist of three flares mounted on a board and detonated by a No. 33 electric detonator wired to a torch exploder.

### RAF Ground Marker Flare

14. If these are obtainable, they give the best illumination. They consist of a light metal tube containing illuminating chemical with a burning period of approximately three minutes. This flare is generally ignited by means of a No. 33 electric detonator connected to a wireless battery. This flare is used to illuminate the entire killing area and to canalize enemy movement into the killing grounds and away from likely escape routes.

15. To minimise the glare and smoke of all flare illuminations, it is essential that the light should be screened from the line of sight of the ambush party, otherwise a temporary blindness will be produced when fired.

### Electrical attachments

16. (a) *The infra red equipment* when introduced into service for attachment to the SLR and LMG/GPMG, will enable the firer to obtain a clear view of the enemy up to 100 yards; further in good weather conditions. It may also be useful to site the source of the light some 20 to 50 yards to a flank, thereby avoiding detection by anti-infra red equipment. All members of the ambush will need to have a viewer if this method is used.



(b) *Torches with clip attachments* for the weapons concerned: the beam of the torch is zeroed to coincide with the MPI of the shots at 20 yards. The switch of the torch is positioned so that the torch can be switched on and fire opened immediately. The maximum range up to which effective fire can be applied in this manner is about 50 yards.

(c) *Headlight from a motor vehicle* can be used effectively to about 100 yards. This consists of a headlamp and ordinary vehicle battery. The light is operated by one soldier and the enemy engaged by other members of the ambush. Care must be taken that fire is opened immediately the light is switched on.

#### Combination of light and infra red

17. The infra red equipment, when available, may be used for observing enemy movement and the killing area is illuminated by one of the means mentioned above.

#### 2-inch Mortar illuminating flares and Verey Light flares

18. Used in the normal way.

#### Synchronization

19. It is of paramount importance that the illumination of the killing area by any means and the opening of fire are carefully synchronized.

## APPENDIX A RANGE PRACTICES

### SMG 9 mm

**Practice 1—25 yds—Standing position.**

Grouping—5 single rounds. Fig 11/59 target with 1-in square patch as aiming mark. Standard required: 6-in group.

**Practice 2—20 yds—Standing position.**

Timed—12 rounds in 3-4 round bursts. Fig 11/59 target. Time: 6 secs. Scoring 1 point per hit. HPS 12.

**Practice 3—25 yds—Standing position.**

Snap—15 rounds. Five differently coloured Fig 11/59 targets. Five 2-second exposures (timed at Firing Point). Firer engages a colour as ordered by instructor, and fires one burst each time a target is named. Scoring as in Prac 2. HPS 15.

**Practice 4—25 yds—Standing position.**

Snap—15 rounds. Fig 12/59 target. Five 2-second exposures. One burst each exposure. Scoring as in Prac 2. HPS 15.

**Practice 5—60 to 30 yds—Advancing practice.**

Snap—16 rounds. Figs 11/59 and 12/59 targets. Eight exposures of two seconds each. Two shots fired at each exposure. The kneeling position will be adopted for the first five exposures, the standing position for the remainder. Targets exposed over a 6-yd frontage. Scoring as in Prac 2. HPS 16.

#### Range Instructions

The detail will be formed up at 60 yds. On the order "Advance" the detail will move forward at the ready position. When the detail have advanced about six paces, a signal will be given from the firing point for the target to be exposed. Repeat the above for the remainder of the practice. Scoring as for Prac 2. HPS 16.

**Practice 6—30 yds.**

Moving Target—12 rounds. Fig 11/59 target. Length of run: 15 yards. Target appears at walking speed. Firer engages with one burst, and the target moves on at running speed. Firer then engages with two bursts. This process is repeated on the return run of the target. Scoring as for Prac 2. HPS 12.

#### NOTES

- |                                                                                                             |     |     |     |     |     |    |
|-------------------------------------------------------------------------------------------------------------|-----|-----|-----|-----|-----|----|
| (a) Total number of rounds                                                                                  | ... | ... | ... | ... | ... | 75 |
| HPS                                                                                                         | ... | ... | ... | ... | ... | 70 |
| Qualifying standard                                                                                         | ... | ... | ... | ... | ... | 56 |
| (b) The grouping practice at 25 yards is utilized to zero the weapons.                                      |     |     |     |     |     |    |
| (c) Standing position will be used in all practices except where stated.                                    |     |     |     |     |     |    |
| (d) The firer will stand at the ready position and will return to that position after each target exposure. |     |     |     |     |     |    |



## APPENDIX B

### RANGE PRACTICES

#### SLR

#### Practice 1—25 yds.

Grouping—5 rounds. Fig 11/59 target with 1-in square patch as aiming mark. Standard required: 6-in group.

#### Practice 2—25 yds.

Timed—6 rounds. Fig 11/59 target. Three exposures of two secs each exposure spread over 30 secs. HPS 6.

#### Practice 3

Snap—10 rounds. Five differently coloured Fig 11/59 targets. Five 2-second exposures times at the Firing Point. Firer engages a colour as ordered by the instructor and fires two rounds each time a target is named. As for Prac 2. HPS 10.

#### Practice 4—60 to 30 yds.

Snap—20 rounds. Figs 11/59 and 12/59 targets. Ten exposures of two seconds each, two shots each exposure. The targets will be exposed over an area 20 yds deep by 6 yds wide. The distant target being 60 yds from the firing point. Scoring as for Prac 2. HPS 20.

#### Practice 5—60 to 30 yds—Advancing.

Snap—16 rounds. Figs 11/59 and 12/59 targets. The targets will be positioned to Prac 4. Eight exposures of two seconds each, two shots each exposure. Scoring as in Prac 2. HPS 16.

#### Range Instructions

The detail will be formed up at 60 yds. On the order "Advance", the detail will move forward at the alert. When the detail has advanced about 6 yds, a signal will be given for the first exposure to be made. Repeat the above for remaining exposures. Scoring as for Prac 2. HPS 16.

#### Practice 6—30 yds—Moving target.

Twelve rounds. Fig 11/59 targets. Length of run 15 yds. Target appears at walking speed, firer engages with two shots. Target then moves at running speed and firer again engages with two shots. Repeat the above on two more runs. Scoring as for Prac 2. HPS 12.

#### NOTES

(a) Total number of rounds	...	...	...	...	...	69
HPS	...	...	...	...	...	64
Qualification	...	...	...	...	...	45
(b) Standing position will be used up to 30 yards range and standing or kneeling at ranges over 30 yards.						

## APPENDIX C

### RANGE PRACTICES

#### LMG

Practice will be given in methods of carriage and holding.

#### Practice 1—25 yds—Single shots

10 rounds will be fired at one figure 11/59.

#### Practice 2—25 yds—Automatic.

20 rounds in bursts of 4/5 rounds. One figure 11/59 targets. Scoring 1 point per hit. HPS 20.

#### Practice 3—30 yds—Automatic.

20 rounds in burst of 4/5 rounds. 3 coloured figure targets. Firer engages a colour as directed by the instructor and fires one burst each time a target is named. Scoring as for Prac 2. HPS 20.

#### Practice 4—40 yds—Automatic.

15 rounds in bursts of 2/3 rounds. One figure 11/59 target. Fire two-second exposures, one burst at each exposure. Scoring as for Prac 2. HPS 15.

#### Practice 5—60 to 30 yds—Advancing

50 rounds, in two mags of 25. Figures 11/59 and 12/59 targets, 10 exposures of two-seconds each, one burst fired at each exposure.

#### Range Instructions

The detail will be formed up at 60 yds. On the order "Advance", the detail will move forward at a brisk walk. When the detail have advanced about six paces, a signal will be given for the target to be exposed.

Repeat the above for the remainder of the practice. Scoring as for Prac 2. HPS 50.

#### Practice 6—30 yds—Moving Targets

30 rounds in two mags of 15. Fig 11/59 target. Length of run 15 yards. Target appears at a walking speed. Firer engages with one burst and target moves on at running speed. Firer engages with two bursts. This is repeated on the return run of the target. Scoring as for Prac 2. HPS 30.

#### NOTES

Total number of rounds	...	...	...	...	...	145
HPS	...	...	...	...	...	133
Qualifying standard	...	...	...	...	...	80



**APPENDIX D**  
**CLOSE QUARTER FIGHTING**  
 Methods of firing weapons

Serial	Weapon	Do's	Don'ts
1	SMG 9 mm L2A3	4-5 rounds at close range 2 rounds at longer range.	Don't fire single rounds. Don't fire from hip. Don't fire from rough alignment of sights from shoulder over a range of 20 yds.
2	Bren LMG	Fire bursts of 5 or 6 rounds. Wherever possible the LMG will be rested and aimed through the sights. In emer- gencies, eg, when am- bushed or when carry- ing out a sweep and a target has to be engaged quickly, the gun should be fired from the hip.	Don't fire continuously without observing line of fire.
3	GPMG	do	do
4	7-62 SLR	Aim fire from the shoulder	Don't fire from the hip.

**APPENDIX E**  
**CLOSE QUARTER FIGHTING**

Relevant paragraphs of Infantry Training Pamphlets

		WO Code No.
1. Vol. I	Pamphlet No. 2—Fieldcraft ... ..	8890
2. Vol I	Pamphlet No. 3A ... .. Lessons 5, 7, 9 and 10 Snapshooting and Bayonet	8893
3. Vol I	Pamphlet No. 3B ... .. Lessons, 5, 6, 7 and 9 Para 296 Bayonet fighting	9516
4. Vol I	Pamphlet No. 4—The Sub-Machine Gun ... .. Chapter 2	8948
5. Vol I	Pamphlet No. 6 ... .. Lesson 11. Close Quarter Battle Training	8910
6. Vol I	Pamphlet No. 11—Trained Soldiers—Exercises in Handling of Weapons Exercises 5, 11, 20, 25, 28, 29, 30, 33, 34, and 35	8930
7. Vol III	Pamphlet No. 32 ... .. Pages 31, 32, 41 and 124 Range and target construction	9486



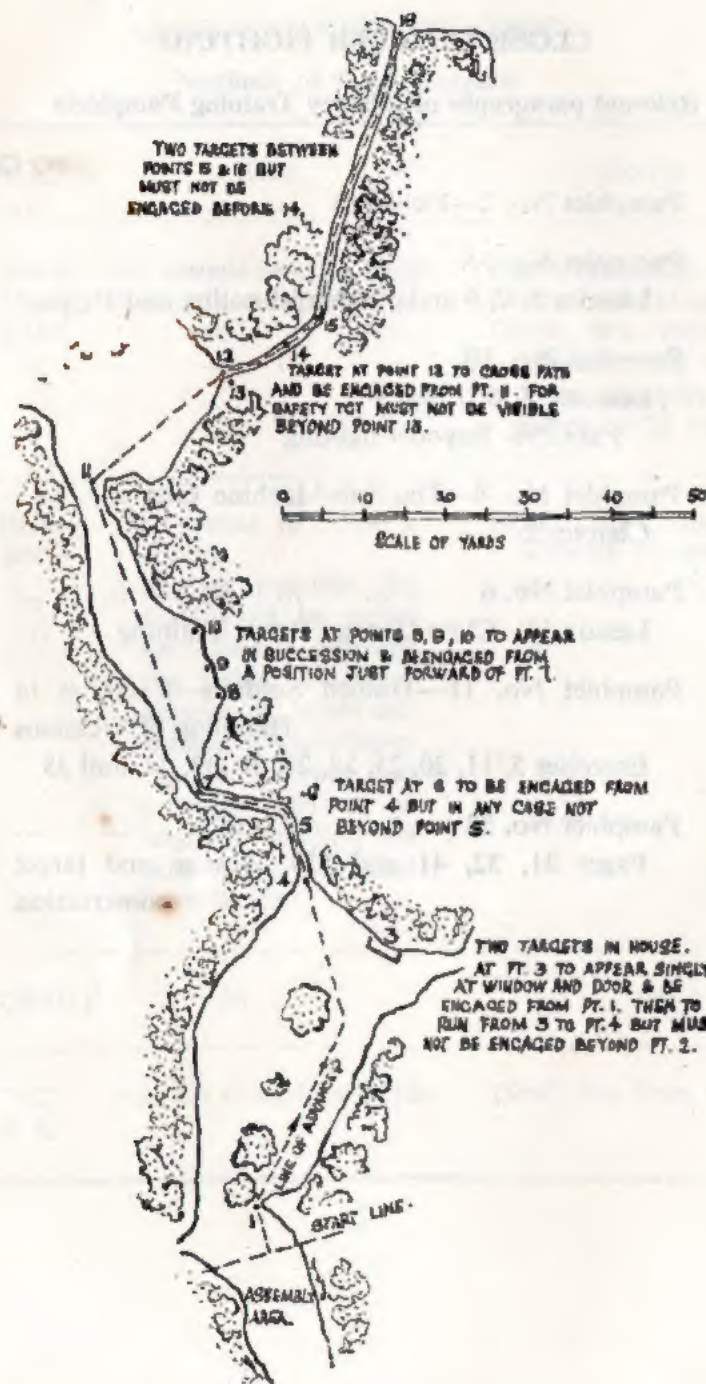


Fig 1—Typical layout for a close quarter battle range.

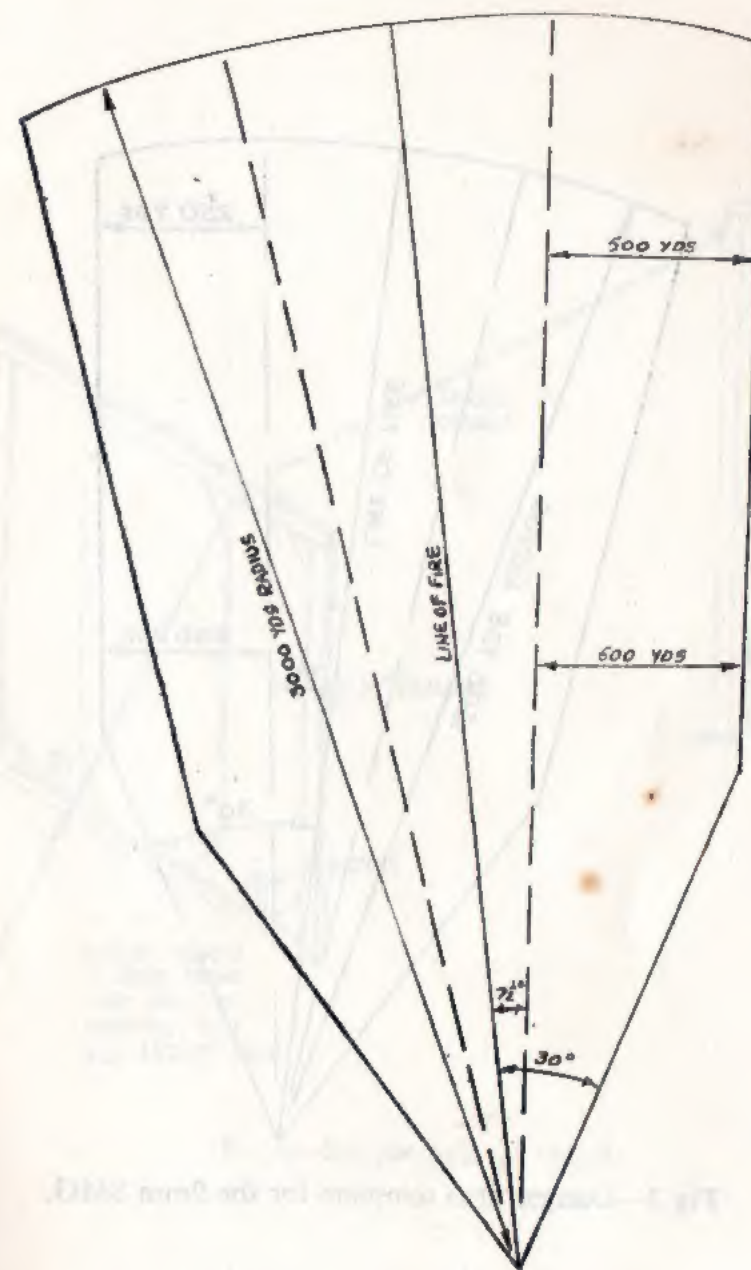


Fig 2—Danger area template for the rifle.



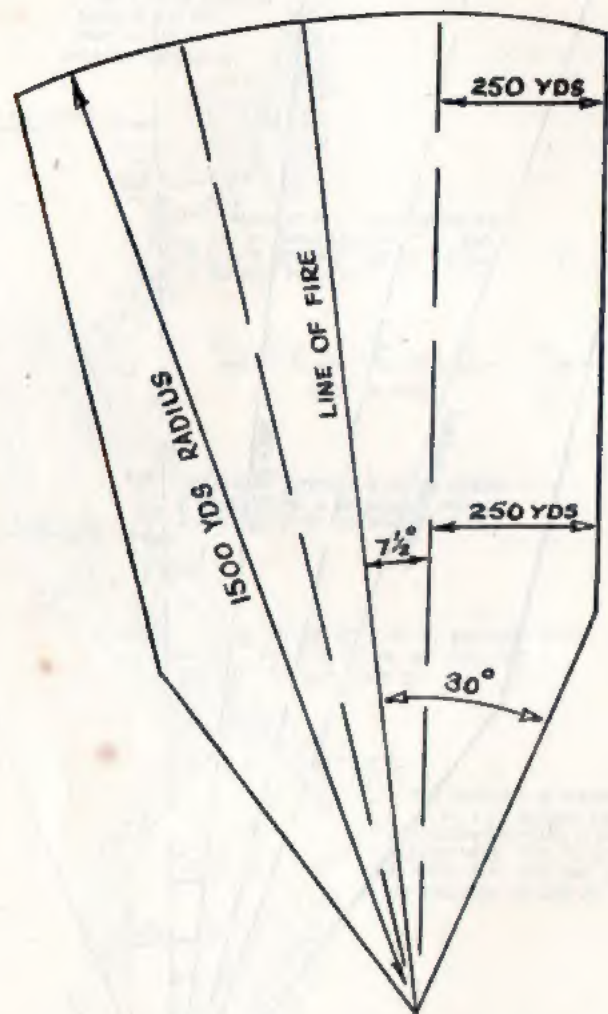


Fig 3—Danger area template for the 9mm SMG.

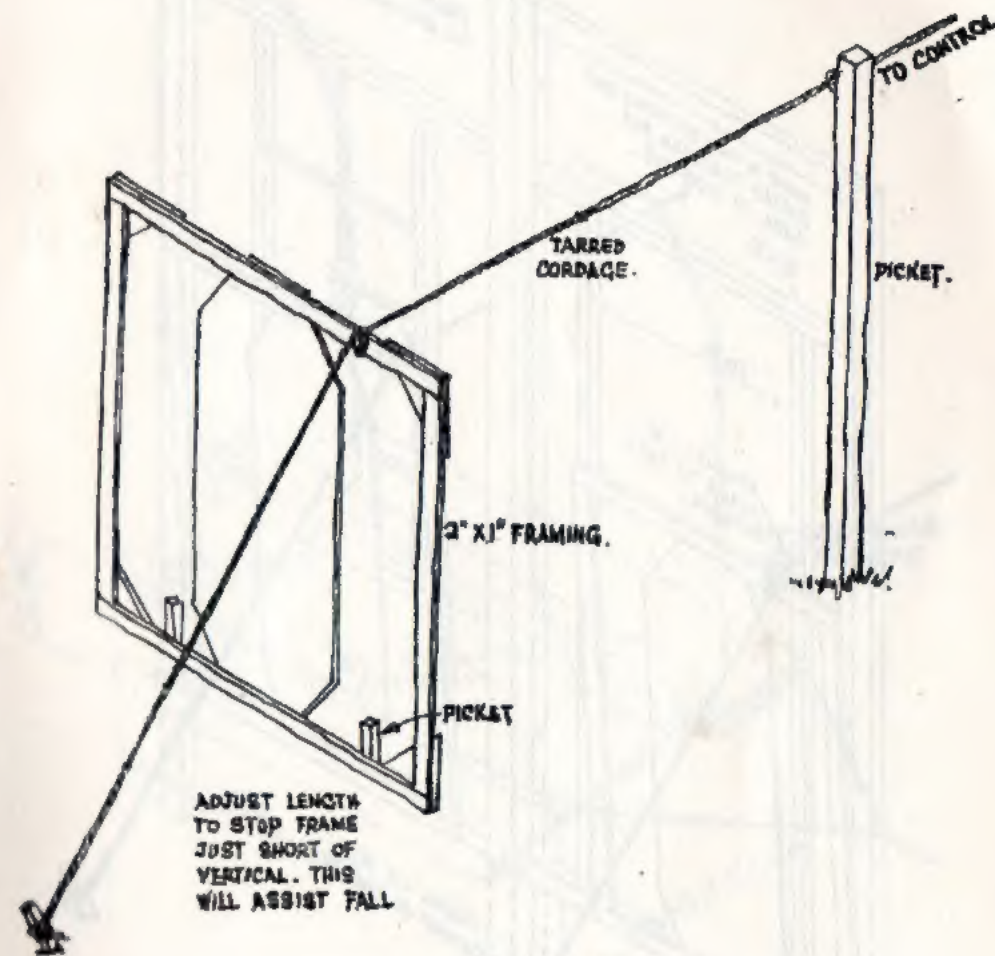


Fig 4—Simple pull-up target.



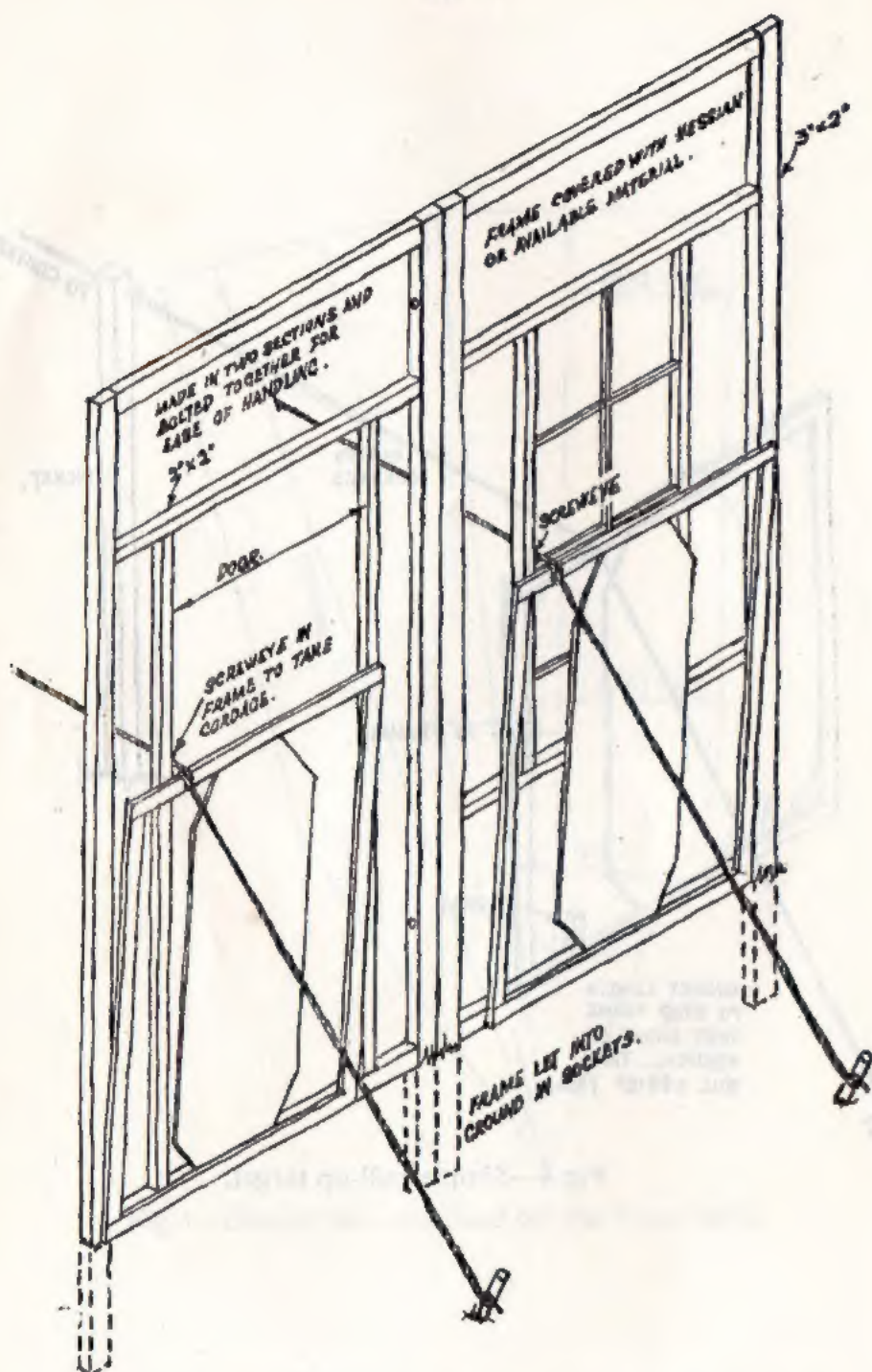


Fig 5—Simple pull-up targets adapted to false house-front.

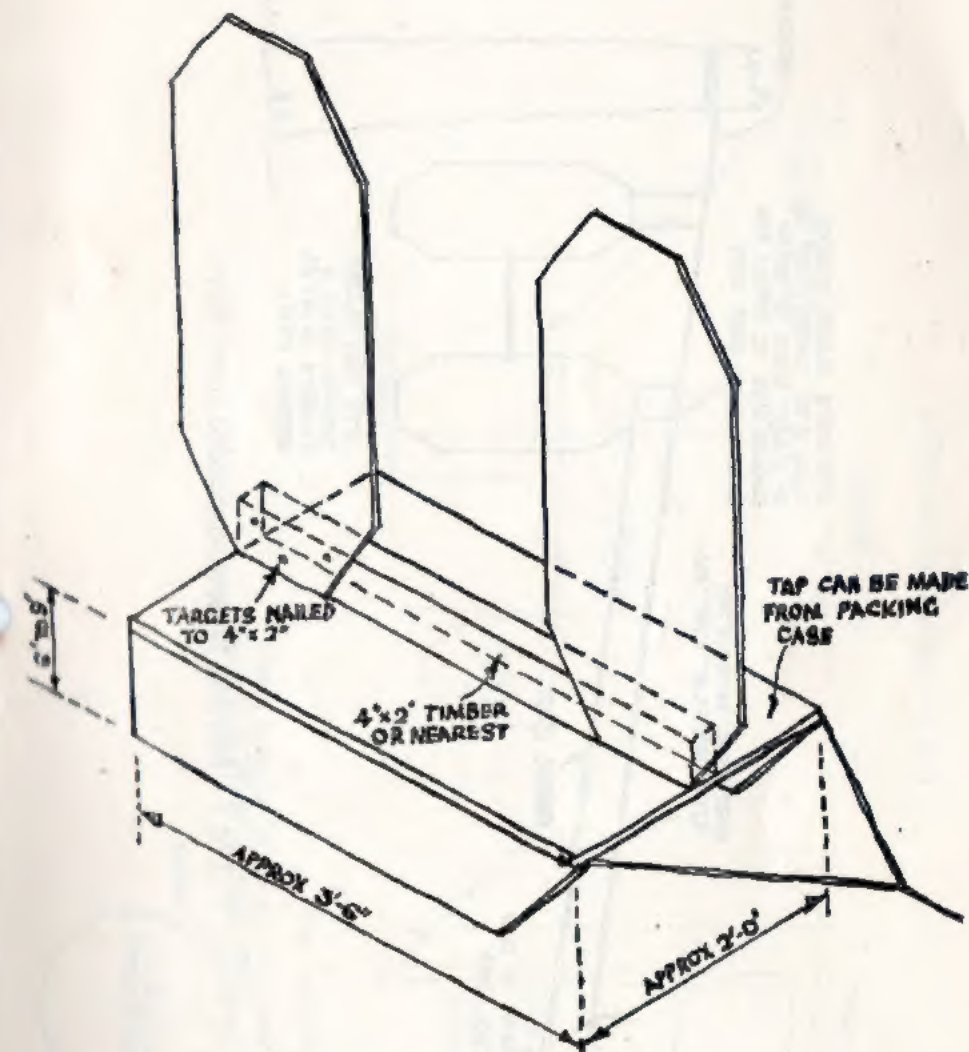


Fig 6—Moving targets, using sledge.



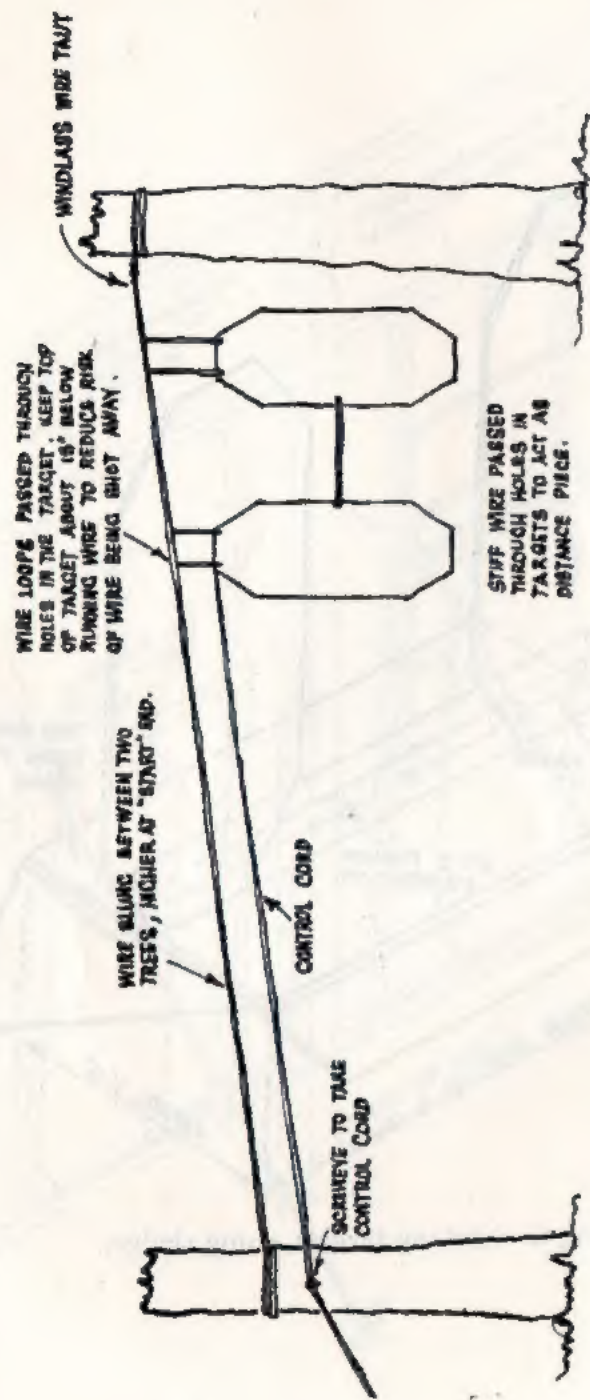


Fig 7—Moving targets suspended from wire.

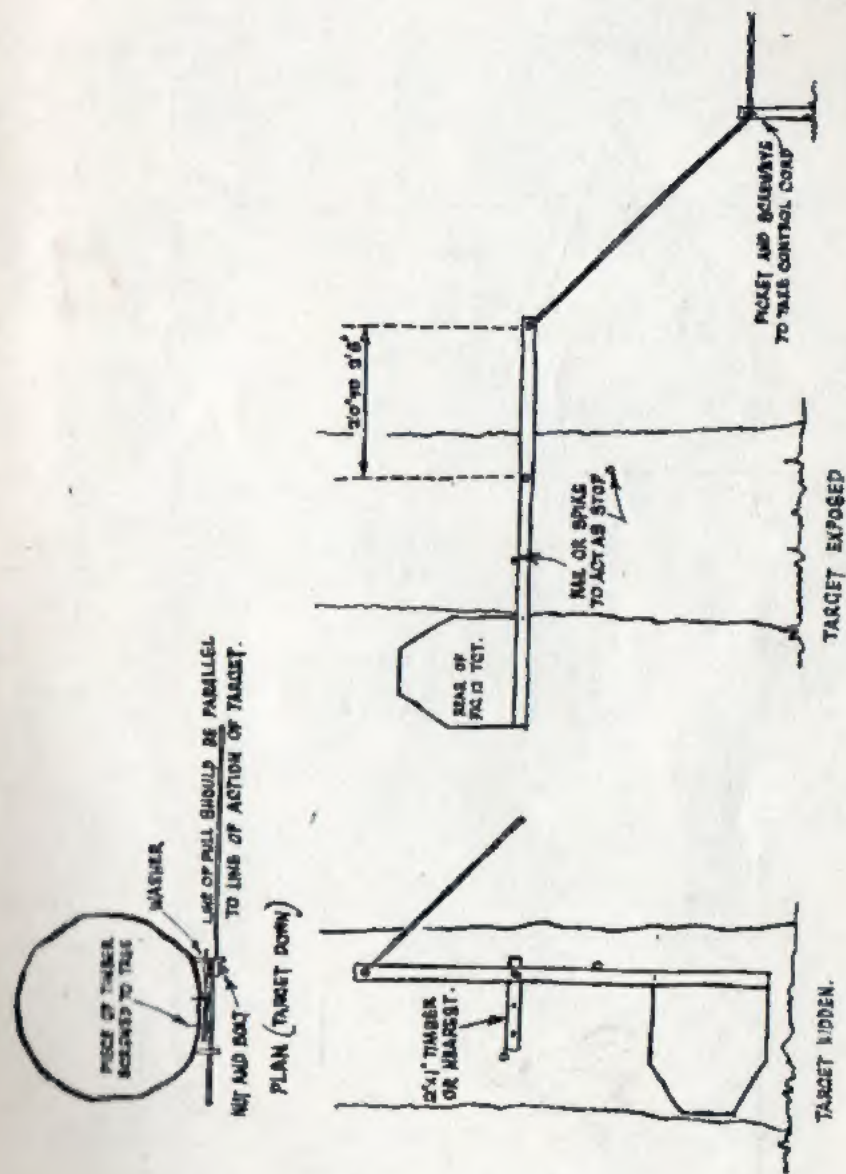


Fig 8—Pull-up figure target.



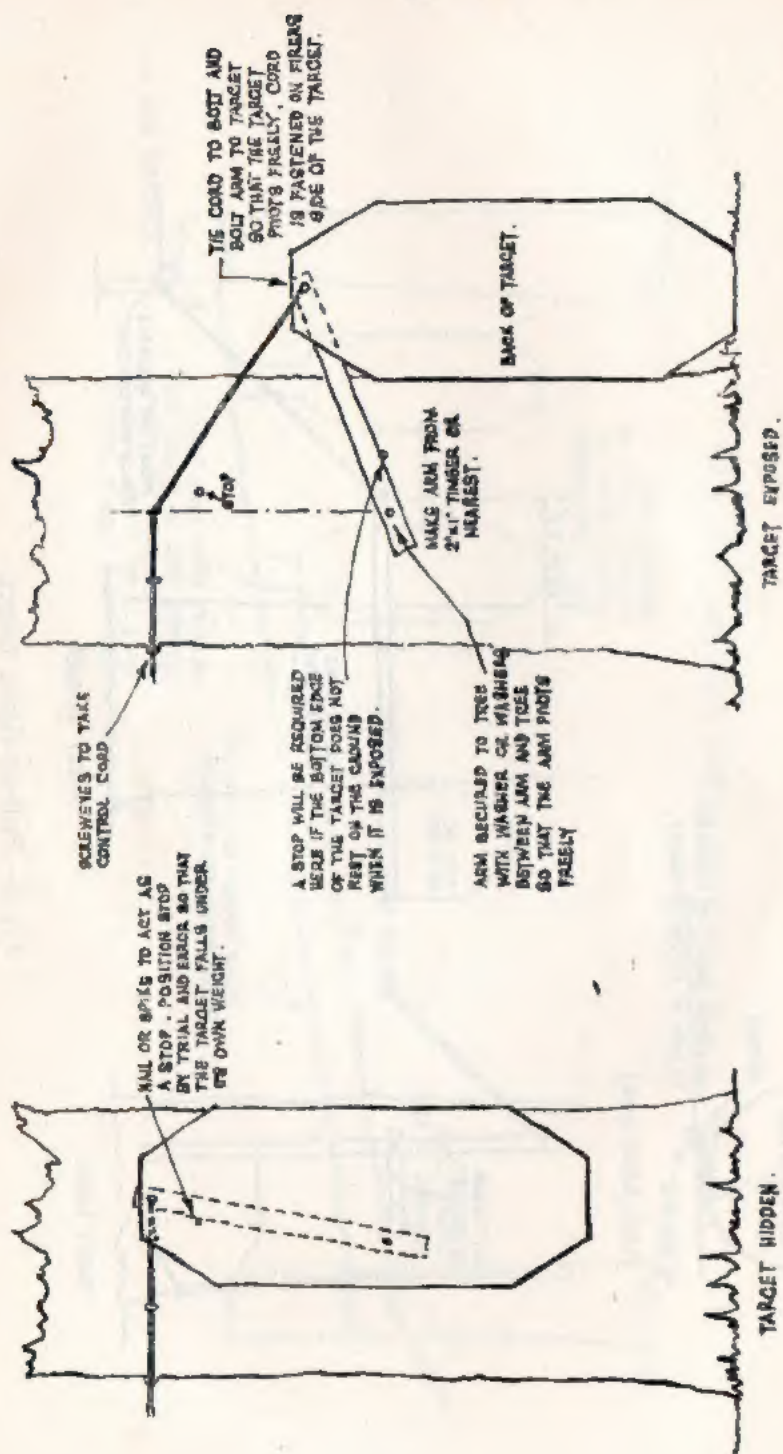


Fig 9—Drop target.



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